DOCUMENT RESUME

ED 420 133 EC 306 471

TITLE	Blueprints for a Collaborative Classroom.
ISBN	ISBN-1-57621-141-X
PUB DATE	1997-00-00
NOTE	192p.
AVAILABLE FROM	Developmental Studies Center, 2000 Embarcadero, Suite 305, Oakland, CA 94606-5300; telephone: 800-666-7270; fax: 510-464-3670 ($16.95).
PUB TYPE	Books (010) -- Guides - Non-Classroom (055)
EDRS PRICE	Document Not Available from EDRS.
DESCRIPTORS	Class Activities; Classroom Techniques; *Cooperative Learning; *Creativity; Curriculum Development; *Disabilities; Elementary Education; *Group Activities; Teacher Role; *Thinking Skills

ABSTRACT

This book provides guidelines and suggested activities for collaborative learning for elementary grade students with a variety of abilities and disabilities. It is based on experiences at the Developmental Studies Center (Oakland, California). Activities are presented as blueprint formats that provide a comprehensive set of structures which can be adapted to applications across the curriculum and across grade levels. An introduction details the learning principles utilized, how to use each of the activity "blueprints," and the teacher's role as the blueprint facilitator. Blueprints typically include an introduction, developmental considerations, grouping considerations, academic preparation, social/ethical preparation, sample activities, hints, extensions, self-evaluation by students, resources, and real classroom applications. The blueprints are organized into the areas of joint ideas, joint activities, and joint responding. The section on joint ideas contains activities for generating ideas (brainstorming, interviewing), organizing ideas (mapping), and choosing ideas (deciding). The section on joint activities includes blueprints for exploring (investigating, problem solving), coordinating (playing games, dancing and movement), practicing/supporting (partner reading, rehearsing), and responding (editing, reviewing). The final section offers blueprints for joint products, including writing (poetry, narrative, expository), graphic, performance (role playing), and invention (model building). (DB)

****
* Reproductions supplied by EDRS are the best that can be made *
* from the original document. *
****